**Player Filters**

* **From** - Choose your starting season to view statistics for, going back to 2007-08.
* **Thru** - Choose your end season to view statistics for, up to 3 seasons for everyone, 4 season for Patreon "Subscriber" tier supporters, and 5 seasons for Patreon "Early Access" tier supporters.
* **Season type** - Pre-season (starting in 2010-11), Regular Season or Playoffs.
* **Game State**
  + **All Situations** - All play during regulation and overtime, not including the shootout.
  + **Even Strength** - Play where both teams have the same number of players (including goalies) on the ice. Includes 5v5, 4v4, 3v3, as well as when teams have pulled the goalie to turn 5v5 into 6v5, 4v4 into 5v4 or 3v3 into 4v3.
  + **5v5** - Play where both teams have five skaters and a goalie on the ice.
  + **5v5 Score & Venue Adjusted** - Play where both teams have five skaters and a goalie on the ice, with the event counts adjusted for home ice advantage and leading or trailing [score effects](https://www.tsn.ca/talent/score-effects-provide-critical-context-in-stats-analysis-1.365877). This is done using the [method created by Micah Blake McCurdy.](http://hockeyviz.com/txt/senstats)
  + **Power Play** - Play where the player's team has more players on the ice than their opponent due to penalties. Includes 5v4, 5v3, 4v3, as well as when teams have pulled the goalie to turn 5v4 into 6v4 or 5v5, 5v3 into 6v3 or 5v4, and 4v3 into 5v3 or 4v4.
  + **5 on 4 PP** - Play where the player's team has five skaters and a goalie on the ice versus four skaters and a goalie their opponent due to penalties.
  + **Penalty Kill** - Play where the player's team has fewer players on the ice than their opponent due to penalties. Includes 4v5, 3v4, 3v5, as well as when teams have pulled the goalie to turn 4v5 into 5v5 or 4v6, 3v4 into 4v4 or 3v5, and 3v5 into 4v5 or 3v6.
  + **4 on 5 PK** - Play where the player's team has four skaters and a goalie on the ice versus five skaters and a goalie their opponent due to penalties..
* **Score State**
  + **All Scores** - All scores, start to finish.
  + **Tied** - Any time the game is tied.
  + **Within 1** - Play when the game is tied, or within a goal of being tied.
  + **Leading** - Play when the player's team is in the lead by any number of goals.
  + **Up 1** - Play when the player's team is in the lead by exactly one goal.
  + **Trailing** - Play when the player's team is behind by any number of goals.
  + **Down 1** - Play when the player's team is behind by exactly one goal.
* **Counts/Rates/Relative**
  + **Counts** - For and against statistics are presented as total counts.
  + **Rates** - TOI is presented as TOI/GP. For and against statistics are presented as the counts per 60 minutes of play.
  + **Relative** - TOI is presented as TOI/GP. For and against statistics are presented as the counts per 60 minutes of play relative to the team's numbers with the player dressed but not on the ice.
* **Teams** - Shows only players for the chosen team, and only results from time spent playing for the chosen team.
* **Position** Position is based on what each player has been listed at by the NHL for each individual game.
  + **Skaters** - Everybody but the goalies.
  + **Forwards** - Any player that has been listed at a forward position.
  + **Center** - Any player that has been listed at Center.
  + **Left Wing** - Any player that has been listed at Left Wing.
  + **Right Wing** - Any player that has been listed at Right Wing.
  + **Defenceman** - Any player that has been listed at Defence.
  + **Goalies** - Any player that has been listed at Goalie.
* **Venue**
  + **Home & Away** - Includes both home and away games.
  + **Home** - Only show results from games where the player is playing for the home team.
  + **Away** - Only show results from games where the player is playing for the visiting team.
* **Min TOI** - Set a minimum amount of ice time for a player to have their results displayed.
* **Game Range**
  + **None** - Includes all games.
  + **By Date** - Includes only games played between (and including) the "From" and "Through" dates.
  + **By Team Games** - Includes only the last number of games of your choice that the player's team has played.
* **Combine/Split Results**
  + **Combine** - For players that have played for more than one team, shows one line of combined results for all teams they have played for.
  + **Split** - For players that have played for more than one team, shows a separate line of results for each team they have played for.

**General Terms**

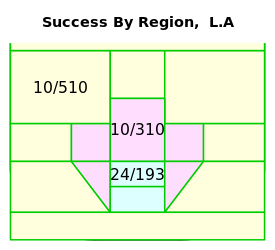
* **/60** - Rate per 60 minutes of play. *Stat\*60/TOI*
* **Rel** - Difference between the team's stat with that player on the ice and the team's stat with that player off the ice. Does not include games where the player is scratched or not on the active roster. *On Ice Stat-Off Ice Stat*

**Player On-Ice Statistics**

All player statistics are presented within the scope of the selected filters.

* **Player** - Player name.
* **Team** - Team or teams that the player has played for. Not displayed when filtering for specific teams.
* **Position** - Position or positions that the player has been listed as playing by the NHL.
* **GP** - Games played.
* **TOI** - Total amount of time played.
* **TOI/GP** - Amount of time played per game. Not displayed when filtering for Counts.
* **Corsi** - Any shot attempt (goals, shots on net, misses and blocks) outside of the shootout. Referred to as SAT by the NHL.
  + **CF** - Count of Corsi for that player's team while that player is on the ice.
  + **CA** - Count of Corsi against that player's team while that player is on the ice.
  + **CF%** - Percentage of total Corsi while that player is on the ice that are for that player's team. *CF\*100/(CF+CA)*
* **Fenwick** - any unblocked shot attempt (goals, shots on net and misses) outside of the shootout. Referred to as USAT by the NHL.
  + **FF** - Count of Fenwick for that player's team while that player is on the ice.
  + **FA** - Count of Fenwick against that player's team while that player is on the ice.
  + **FF%** - Percentage of total Fenwick while that player is on the ice that are for that player's team. *FF\*100/(FF+FA)*
* **Shots** - any shot attempt on net (goals and shots on net) outside of the shootout.
  + **SF** - Count of Shots for that player's team while that player is on the ice.
  + **SA** - Count of Shots against that player's team while that player is on the ice.
  + **SF%** - Percentage of total Shots while that player is on the ice that are for that player's team. *SF\*100/(SF+SA)*
* **Goals** - any goal, outside of the shootout.
  + **GF** - Count of Goals for that player's team while that player is on the ice.
  + **GA** - Count of Goals against that player's team while that player is on the ice.
  + **GF%** - Percentage of total Goals while that player is on the ice that are for that player's team. *GF\*100/(GF+GA)*
* **Scoring Chances** - a scoring chance, as [originally defined](http://blog.war-on-ice.com/new-defining-scoring-chances/index.html) by War-on-Ice.

Each shot attempt (Corsi) taken in the offensive zone is assigned a value based on the area of the zone in which it was recorded. Attempts made from the attacking team's neutral or defensive zones are excluded.



Attempts from the yellow areas are assigned a value of 1, attempts from the red areas are assigned a value of 2, and attempts in the green area are assigned a value of 3.

Add 1 to this value if the attempt is considered a rush shot or a rebound. A rebound is any attempt made within 3 seconds of another blocked, missed or saved attempt without a stoppage in play in between. A rush shot is any attempt within 4 seconds of *any* event in the neutral or defensive zone without a stoppage in play in between (originally defined by David Johnson on the now-offline Hockey Analysis, and modified to 4 seconds by War-on-Ice).

Decrease this value by 1 if it was a blocked shot.

Any attempt with a score of 2 or higher is considered a scoring chance.

* + **SCF** - Count of Scoring Chances for that player's team while that player is on the ice.
  + **SCA** - Count of Scoring Chances against that player's team while that player is on the ice.
  + **SCF%** - Percentage of total Scoring Chances while that player is on the ice that are for that player's team. *SCF\*100/(SCF+SCA)*
* **High Danger Scoring Chances** - a scoring chance with a score of 3 or higher.
  + **HDCF** - Count of High Danger Scoring Chances for that player's team while that player is on the ice.
  + **HDCA** - Count of High Danger Scoring Chances against that player's team while that player is on the ice.
  + **HDCF%** - Percentage of total High Danger Scoring Chances while that player is on the ice that are for that player's team. *HDCF\*100/(HDCF+HDCA)*
* **High Danger Goals** - goals generated from High Danger Scoring Chances
  + **HDGF** - Count of Goals off of High Danger Scoring Chances for that player's team while that player is on the ice.
  + **HDGA** - Count of Goals off of High Danger Scoring Chances against that player's team while that player is on the ice.
  + **HDGF%** - Percentage of High Danger Goals while that player is on the ice that are for that player's team. *HDGF\*100/(HDGF+HDGA)*
* **Medium Danger Scoring Chances** - a scoring chance with a score of exactly 2.
  + **MDCF** - Count of Medium Danger Scoring Chances for that player's team while that player is on the ice.
  + **MDCA** - Count of Medium Danger Scoring Chances against that player's team while that player is on the ice.
  + **MDCF%** - Percentage of total Medium Danger Scoring Chances while that player is on the ice that are for that player's team. *MDCF\*100/(MDCF+MDCA)*
* **Medium Danger Goals** - goals generated from Medium Danger Scoring Chances
  + **MDGF** - Count of Goals off of Medium Danger Scoring Chances for that player's team while that player is on the ice.
  + **MDGA** - Count of Goals off of Medium Danger Scoring Chances against that player's team while that player is on the ice.
  + **MDGF%** - Percentage of Medium Danger Goals while that player is on the ice that are for that player's team. *MDGF\*100/(MDGF+MDGA)*
* **Low Danger Scoring Chances** - a scoring chance with a score of 1 or less. Does not include any attempts from the attacking team's neutral or defensive zone.
  + **LDCF** - Count of Low Danger Scoring Chances for that player's team while that player is on the ice.
  + **LDCA** - Count of Low Danger Scoring Chances against that player's team while that player is on the ice.
  + **LDCF%** - Percentage of total Low Danger Scoring Chances while that player is on the ice that are for that player's team. *LDCF\*100/(LDCF+LDCA)*
* **Low Danger Goals** - goals generated from Low Danger Scoring Chances
  + **LDGF** - Count of Goals off of Low Danger Scoring Chances for that player's team while that player is on the ice.
  + **LDGA** - Count of Goals off of Low Danger Scoring Chances against that player's team while that player is on the ice.
  + **LDGF%** - Percentage of Low Danger Goals while that player is on the ice that are for that player's team. *LDGF\*100/(LDGF+LDGA)*
* **PDO**
  + **SH%** - Percentage of Shots for that player's team while that player is on the ice that were Goals. *GF\*100/SF*
  + **SV%** - Percentage of Shots against that player's team while that player is on the ice that were not Goals. *GA\*100/SA*
  + **PDO** - Shooting percentage plus save percentage. *(GF/SF)+(GA/SA)*
* **Starts**
  + **Off. Zone Starts** - Number of shifts for the player that started with an offensive zone faceoff.
  + **Neu. Zone Starts** - Number of shifts for the player that started with an neutral zone faceoff.
  + **Def. Zone Starts** - Number of shifts for the player that started with an defensive zone faceoff.
  + **On The Fly Starts** - Number of shifts for the player that started during play (without a faceoff).
  + **Off. Zone Start %** - Percentage of starts for the player that were Offensive Zone Starts, excluding Neutral Zone and On The Fly Starts. *Off. Zone Starts\*100/(Off. Zone Starts+Def. Zone Starts)*
* **Faceoffs**
  + **Off. Zone Faceoffs** - Number of faceoffs in the offensive zone for which the player was on the ice.
  + **Neu. Zone Faceoffs** - Number of faceoffs in the neutral zone for which the player was on the ice.
  + **Def. Zone Faceoffs** - Number of faceoffs in the defensive zone for which the player was on the ice.
  + **Off. Zone Faceoff %** - Percentage of faceoffs in the offensive zone for which the player was on the ice, excluding neutral zone faceoffs. *Off. Zone Faceoffs\*100/(Off. Zone Faceoffs+Def. Zone Faceoffs)*

**Player Individual Statistics**

All player statistics are presented within the scope of the selected filters.

* **Player** - Player name.
* **Team** - Team or teams that the player has played for. Not displayed when filtering for specific teams.
* **Position** - Position or positions that the player has been listed as playing by the NHL.
* **GP** - Games played.
* **TOI** - Total amount of time played.
* **TOI/GP** - Amount of time played per game. Not displayed when filtering for Counts.
* **Points**
  + **Goals** - Goals scored by the player, outside of the shootout.
  + **Assists** - Any assist by the player.
  + **First Assists** - Primary assists by the player.
  + **Second Assists** - Secondary assists by the player.
  + **Total Points** - Goals scored and assists by the player, outside of the shootout.
  + **IPP** - Individual Point Percentage, the percentage of goals for that player's team while that player is on the ice that the player earned a point on. *Total Points/Goals For*
* **Shooting**
  + **Shots** - Any shot attempt on net (goals and shots on net) by the player, outside of the shootout.
  + **SH%** - Percentage of Shots by the player that were Goals. *Goals\*100/Shots*
  + **iCF** - Any shot attempt (goals, shots on net, misses and blocks) by the player, outside of the shootout.
  + **iFF** - Any unblocked shot attempt (goals, shots on net and misses) by the player, outside of the shootout.
  + **iSCF** - Any scoring chance by the player, outside of the shootout.
  + **iHDCF** - Any high danger scoring chance by the player, outside of the shootout.
  + **Rush Attempts** - Any rush shot attempt (goals, shots on net, misses and blocks) by the player, outside of the shootout.
  + **Rebounds Created** - Any shot attempt (shots on net, misses and blocks) that results in a rebound shot attempt.
* **Penalties**
  + **PIM** - Penalty minutes assessed to the player.
  + **Total Penalties** - Total number of penalties taken by the player
  + **Minor** - Number of minor penalties taken by the player.
  + **Major** - Number of major penalties taken by the player.
  + **Misconduct** - Number of 10 minute or game misconducts taken by the player.
  + **Penalties Drawn** - Number of penalties committed against the player.
* **Real-time**
  + **Giveaways** - Number of unforced turnovers made by the player.
  + **Takeaways** - Number of times the player takes the puck away from the opposition.
  + **Hits** - Number of hits made by the player.
  + **Hits Taken** - Number of hits taken by the player.
  + **Shots Blocked** - Number of opposition shot attempts blocked by the player.
* **Faceoffs**
  + **Faceoffs Won** - Faceoffs won by the player
  + **Faceoffs Lost** - Faceoffs lost by the player
  + **Faceoff %** - Percentage of total faceoffs taken by that player that were won *Faceoffs Won\*100/(Faceoffs Won+Faceoffs Lost)*

**Goalie Statistics**

All player statistics are presented within the scope of the selected filters.

* **Player** - Player name.
* **Team** - Team or teams that the player has played for. Not displayed when filtering for specific teams.
* **GP** - Games played.
* **TOI** - Total amount of time played.
* **TOI/GP** - Amount of time played per game. Not displayed when filtering for Counts.
* **Saves**
  + **Shots Against** - Shots on Goal (Shots and Goals) faced by the goalie.
  + **Saves** - Saves made by the goalie.
  + **Goals Against** - Goals allowed by the goalie.
  + **SV%** - Percentage of Shots Against that were Saves. *(Saves/Shots Against)*
  + **GAA** - Goals allowed per 60 minutes of play. *Goals Against\*60/TOI*
  + **GSAA** - Goals Saved Above Average, the difference between the goalie's Goals Against and a Goals Against with the same Shots Against and the average SV% (within the selected filters). *Average SV%\*Shots Against - Goals Against*
* **High Danger Saves**
  + **HD Shots Against** - Shots on Goal (Shots and Goals) that are High Danger Chances faced by the goalie.
  + **HD Saves** - Saves on HD Shots Against made by the goalie.
  + **HD Goals Against** - Goals from HD Shots Against allowed by the goalie.
  + **HDSV%** - Percentage of HD Shots Against that were Saves. *(HD Saves/HD Shots Against)*
  + **HDGAA** - HD Goals allowed per 60 minutes of play. *HD Goals Against\*60/TOI*
  + **HDGSAA** - HD Goals Saved Above Average, the difference between the goalie's HD Goals Against and a HD Goals Against with the same HD Shots Against and the average HDSV% (within the selected filters). *Average HDSV%\*HD Shots Against - HD Goals Against*
* **Medium Danger Saves**
  + **MD Shots Against** - Shots on Goal (Shots and Goals) that are Medium Danger Chances faced by the goalie.
  + **MD Saves** - Saves on MD Shots Against made by the goalie.
  + **MD Goals Against** - Goals from MD Shots Against allowed by the goalie.
  + **MDSV%** - Percentage of MD Shots Against that were Saves. *(MD Saves/MD Shots Against)*
  + **MDGAA** - MD Goals allowed per 60 minutes of play. *MD Goals Against\*60/TOI*
  + **MDGSAA** - MD Goals Saved Above Average, the difference between the goalie's MD Goals Against and a MD Goals Against with the same MD Shots Against and the average MDSV% (within the selected filters). *Average MDSV%\*MD Shots Against - MD Goals Against*
* **Low Danger Saves**
  + **LD Shots Against** - Shots on Goal (Shots and Goals) that are Low Danger Chances faced by the goalie.
  + **LD Saves** - Saves on LD Shots Against made by the goalie.
  + **LD Goals Against** - Goals from LD Shots Against allowed by the goalie.
  + **LDSV%** - Percentage of LD Shots Against that were Saves. *(LD Saves/LD Shots Against)*
  + **LDGAA** - LD Goals allowed per 60 minutes of play. *LD Goals Against\*60/TOI*
  + **LDGSAA** - LD Goals Saved Above Average, the difference between the goalie's LD Goals Against and a LD Goals Against with the same LD Shots Against and the average LDSV% (within the selected filters). *Average LDSV%\*LD Shots Against - LD Goals Against*
* **Shot Info**
  + **Rush Attempts Against** - Number of Shot Attempts (including missed and block shots) that the goalie faced that are considered Rush Attempts
  + **Rebound Attempts Against** - Number of Shot Attempts (including missed and block shots) that the goalie faced that are considered Rebound Attempts
  + **Avg. Shot Distance** - Average distance (in feet) of shots on net faced by the goalie
  + **Avg. Goal Distance** - Average distance (in feet) of goals allowed by the goalie